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THIS GAME IS
LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT SYSTEM®

PRINTED IN JAPAN

EmuMovies

## SAFETY PRECAUTIONS

1) Avoid subjecting this high precision Game Pak to extreme temperatures and shock. Furthermore, never attempt to disassemble your game pak.

2) Do avoid touching the connectors. Store the game pak in its protective STORAGE case.

3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

4) Pause for 10-15 minutes after 2 hours or more of continuous game playing. This will extend the life of your game pak.

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FOR PLAY ON THE

NINTENDO® AND Nintendo ENTERTAINMENT SYSTEM®
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This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.



## NINJA CRUSADERS STORY

They struck without warning, wiping out Earth's forces in one master stroke. Cities were crushed, and the invading aliens showed no mercy. They called themselves the Inimicus, and hailed for the total surrender of the planet.

A small resistance force of Ninja, refusing to be conquered, still remained after the first strike. They moved from shadow to shadow, always one step ahead of the alien killers.

The Inimicus forces, frustrated by their failed attempts to obliterate these rebels, called in more reinforcements from their diabolical planet. Meanwhile, the Kawari Ninja clan weren't sitting still. They gathered in a secret hiding place, deep within a distant mountain, and came up with a daring plan. Two of their most skilled Ninja would be sent out to infiltrate the heart of the enemy and annihilate their stronghold on Earth. The Ancient Ones then summoned forth all of their Ninja Magic and endowed the two chosen warriors with long forgotten mystical powers.

## HOW TO PLAY

Your mission will take you through the ruins of the nation, into the aliens' lair, and finally, to the heart of the threat.

Ninja Crusaders™ is a two player interactive game. Simply make your selection at the beginning of the game.

You are given three lives and will be able to gain extras as you progress. To continue, after all your lives are lost, press any button on the control pad.

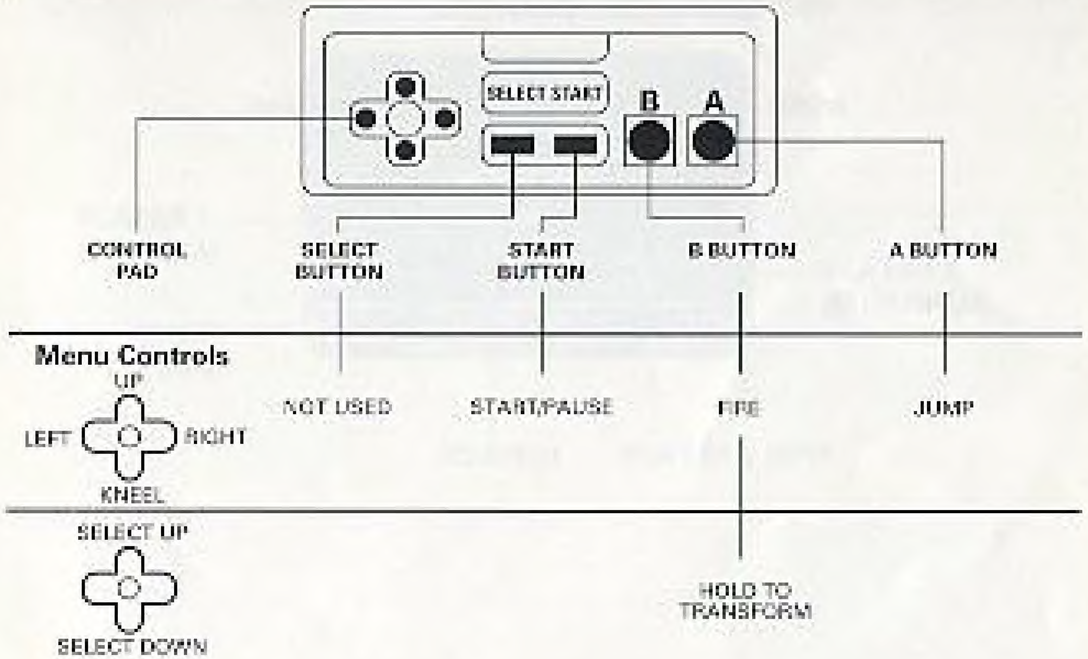
The weapons of the Ninja have been handed down to you; throwing stars, chain and sickle, bo, or katana - each with its own advantages and disadvantages. So, choose wisely.

As a member of the Kawari clan, you have an uncanny ability to change into one of four fighting creatures, each associated with one of your weapons. No Ninja has been able to win a battle with the Inimicus as a man, but your special skills will help you prevail.

The world depends on you to rescue it from doom!



## CONTROL PAD INSTRUCTIONS




Continued on next page

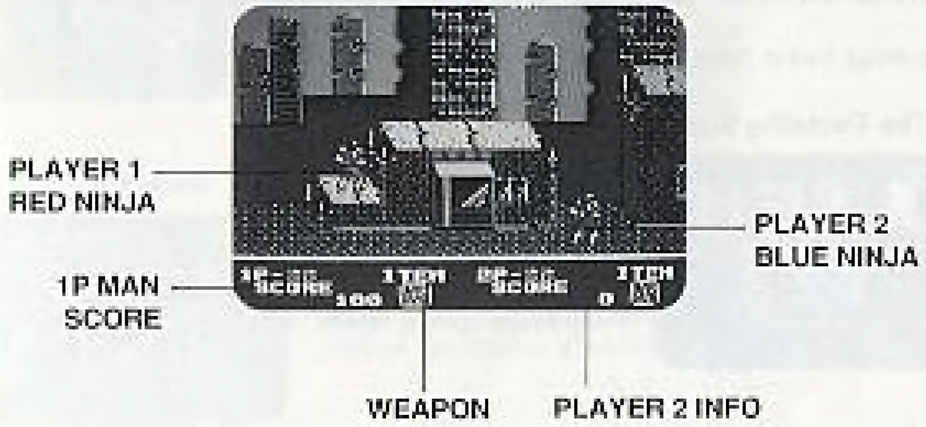
**TO JUMP DOWN** - SHIFT THE CONTROLLER DOWN, AND PRESS THE A BUTTON.

**TO TRANSFORM** - PRESS THE B BUTTON AND HOLD UNTIL YOUR CHARACTER HAS COMPLETELY CHANGED.

**NOTE** - PLAYER 2 CANNOT PAUSE THE GAME.



## SCREEN DISPLAY



## WEAPONS AND METAMORPHOSIS

The ancient secret of the Kawari Ninja was their ability to transform into the warriors of nature. The Kawari Ninja were the ultimate stealth warriors, able to go anywhere undetected.

But the Ninja had to have his sacred tools of destruction in order to change.

**The Throwing Star**

A popular item among martial artists around the world, the Throwing Star can hit targets at far distances. The special stars of the Ancients can change the Kawari Ninja into fierce fighting tigers.

**The Chain and Sickle**

When thrown with the right technique, this weapon has tremendous impact. With the Chain and Sickle, the Kawari Ninja can change into a powerful Armored Scorpion.



**The Bo**

A simple staff with great speed and impact. The Kawari Ninja uses this for close combat, and can transform into an elusive Hawk.

**The Katana**

The Katana is the ultimate weapon of the warrior, wielded by only the bravest Ninja. The Kawari Katana is said to house the spirit of a fierce dragon.

By picking up the same weapon token as the one you are using, you will gain an extra life.

# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.



# 90-DAY LIMITED WARRANTY AMERICAN SAMMY GAME PAKS

**90-DAY LIMITED WARRANTY:**

American Sammy Corporation ("American Sammy") warrants to the original consumer that this AMERICAN SAMMY Game Pak ("PAK") (including Game Pak Accessories or ROBOT ACCESSORIES) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, American Sammy will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the American Sammy Division of the problem requiring warranty service by calling: (213) 325-7167.
3. If the American Sammy service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply write this number on the outside packaging of your defective PAK and return your PAK (freight prepaid, at your risk of damage, together with your sales slip or other proof-of-purchase within the 90-day warranty period to:

American Sammy Corporation Consumer Division
2421 205th Street, Suite D-104, Torrance, CA 90501

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

**REPAIRS AFTER EXPIRATION OF WARRANTY:**

If the PAK develops a problem after the 90-day warranty period, you may contact American Sammy Consumer Service Division at the phone number noted above. If the American Sammy service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then write this number on the outside packaging of the defective PAK and return the defective PAK (freight prepaid) to American Sammy, enclosing a check or money order for $10.00 payable to American Sammy Corporation. American Sammy will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKs are not available, the defective PAK will be returned and the $10.00 payment refunded.

**WARRANTY LIMITATIONS:**

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL AMERICAN SAMMY BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

## ⚠ WARNING ⚠

### DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.